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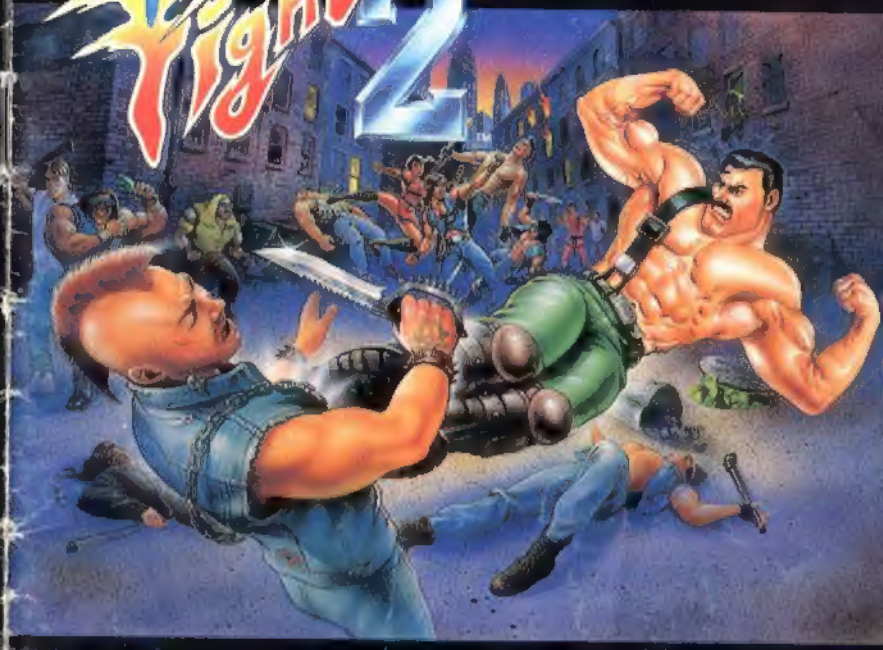
Final Fight 2



INSTRUCTION BOOKLET

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

A special message from CAPCOM

Thank you for selecting Final Fight 2, the latest addition to Capcom's library. Capcom continues the tradition of action packed family oriented games for the Super Nintendo Entertainment System.

Final Fight 2 features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

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MADE IN JAPAN

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THE STORY

It's been several years since peace settled in Metro City. With Cody and Jessica on vacation and Guy resuming his training out of town, everything seems to be in order. But recently, Haggar is feeling uneasy after learning that Mad Gear was not completely destroyed.

Once again the Mad Gear Gang has emerged and this time they want revenge. They'll stop at nothing to bring Haggar and the entire world down to its knees. This time they've kidnapped Guy's master, Genryusai and his daughter, Rena.

Now Haggar must travel the four corners of the globe to search for Genryusai and Rena. With the help of Maki and Carlos, the reign of the Mad Gear Gang will hopefully be destroyed.

GETTING STARTED

1. Set up your Super Nintendo Entertainment System and plug in a controller. For a two player game, plug in the second controller.

2. Insert your **Final Fight 2** game pak into your Super Nintendo Entertainment System and turn the power on. The title screen will appear.

3. A demonstration game will begin if you do not select any options. This will give you an idea of how the game is played. To return to the title screen, press the **START** button.

4. When the title screen appears, you will see two options: **GAME START** and **OPTION MODE**. Move the cursor to the option you wish to select and press the **START** button. For an explanation of the **OPTION MODE**, see *Using the Option Mode* on page 6-7. To start the game, move the cursor to **GAME START** and press the **START** button.

5. A new menu will appear with two options: **1P START** and **2P START**. For a one player game, move the cursor to **1P START** and press the **START** button (a second player can join in anytime during the game). For a two player game, select **2P START** and press the **START** button. A character select screen will appear.

6. To select a character, simply press the control pad **Left** or **Right** to highlight a character. Then press any button to confirm your selection.

7. To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System and remove the game pak. Make sure to replace the plastic cover on your **Final Fight 2** game pak.

USING THE OPTION MODE

The Option Mode will allow you to change some of the features in the game. It can be seen by choosing the **Option Mode** on the title screen. To do this, simply press **Up** or **Down** on the control pad or the **Select** button to move the cursor to **Option Mode.** Then press the **Start** button to confirm your selection.

DIFFICULTY LEVEL:

EASY: If you are an inexperienced fighter, this would be the best suitable level for you. Your enemies' attack level are at their lowest level.

NORMAL: When you start the game, it defaults to this level. Intermediate fighters should select this level.

HARD: Experienced fighters should select this level. The enemies on this level are stronger and more aggressive so be very careful.

EXPERT: The enemies on this level are at their highest level. If you cannot finish the game on the easier levels, then playing this level can prove frustrating.

USING THE OPTION MODE CONT.

ATTACK BUTTON: This option will allow you to select which button on your control pad will be your attack button. Simply highlight the **Attack Button** and press the control pad **Left** or **Right** to select a button. This can be done for both players.

JUMP BUTTON: This option will allow you to select which button on your control pad will be your jump button. Simply highlight the **Jump Button** and press the control pad **Left** or **Right** to select a button. This can be done for both players.

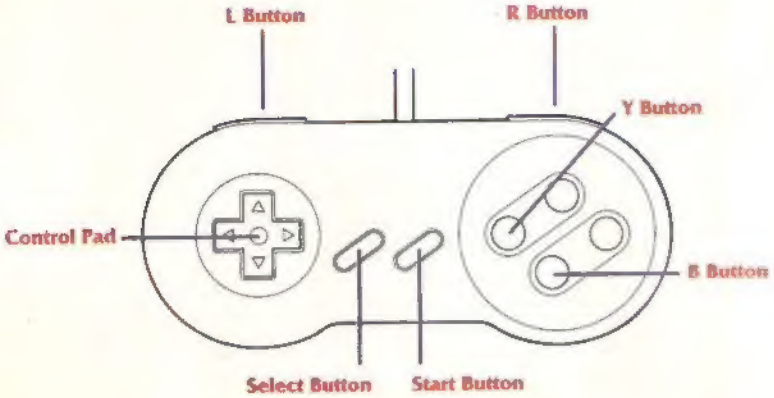
EXTRA JOY: In this option you will be able to execute your **Super Moves** by pressing one button. To do this, highlight **Extra Joy** and press the control pad **Left** or **Right** to select a button.

MUSIC: You may sample various musical scores used in the game. Press **Left** or **Right** to change the music number and press the **L** button to hear the music.

SOUND: You may sample various sound effects that are used in the game. Press **Left** or **Right** to change the sound number and press the **L** button to hear the sound.

STEREO: This option allows you to select either **Stereo** or **Monaural** sound. Press **Left** or **Right** on the control pad to highlight the option you wish to use.

USING THE CONTROLLER



CONTROL PAD: Press **Up**, **Down**, **Left**, or **Right** to move your characters in those directions. To grab an enemy, press against your opponent.

Y BUTTON: Punch/Pick up an item/Swing a weapon

X BUTTON: Not used

B BUTTON: Jump

A BUTTON: Not used

START BUTTON: To pause and unpause the game/Confirm your selection.

SELECT BUTTON: To select one or two players/Select a player.

L BUTTON: Selects A player

R BUTTON: Selects A player

THE MAIN SCREEN

Let's get ready to rumble! Take on any punks that stand between you and the rescue of Genryusai and Rena. But remember to grab some food to revitalize your strength or you may find yourself blocking their fists with your head!

1. **Points**- The number of points you have earned.
2. **Lives**- The number of lives remaining.
3. **Player Strength Meter**- The length of the yellow bar indicates the amount of energy your character has left. When the yellow bar disappears, you will lose one life.
4. **Enemy Strength Meter**- The length of the yellow bar indicates the amount of energy your enemy has left. When the yellow bar disappears, so will your enemy.
5. **Time**- How much time is left for you to finish the level.

PROFILE OF MIKE HAGGAR

Age: 46

Height: 6'10"

Weight: 280 lbs.

Mike Haggar is a former wrestler and a champion street fighter. Haggar still holds the seat as Mayor in the previously crime ridden capital of the world, Metro City.

Haggar may be slow but his wrestling skills are devastating. Once he grabs an opponent, he'll apply a deadly wrestling move that causes the ground to rumble.

Haggar's Wrestling Techniques

Head Butt- Grab the enemy and then press the Y button.

Jump Kick- Press the B button to jump, then while in mid-air press the Y button.

PROFILE OF MIKE HAGGAR-CONT.

Body Press- Press the B button to jump, then simultaneously press Down on the control pad and the Y button.

Suplex- Grab the enemy and push the Control Pad Left or Right, then press the Y button.

Spinning Piledriver- Grab the enemy and press the B button to jump in the air. While in mid-air, press the Y button.

Spinning Clothesline (Super Move) - Press the Y and B buttons simultaneously. This is a way to get out of tight spots but your health meter will go down everytime you use this technique.

PROFILE OF MAKI

Age: 20

Height: 5'4"

Weight: 114 lbs.

Maki is a childhood friend of Guy and the sister of Rena. Maki learned ninjitsu from her father, Genryusai. Not believing in violence, she has vowed not to use her fighting skills to resolve conflicts. But after learning of her family's abduction, she is forced to overlook her beliefs.

Lacking the strength of Haggar and Carlos, Maki makes up with her quickness. With the skills of a ninja, she can catch most of her opponents off guard with her lightning speed and agility.

Maki's Ninjutsu techniques

Over The Shoulder Throw - Grab an enemy and push the control pad Left or Right, then press the Y button.

Jump Kick - Press the B button to jump, then while in mid-air, press the Y button.

PROFILE OF MAKI cont.

Flying Kick - Press the B button to jump. While in mid-air press Left or Right on the control pad and the Y button.

Flying Elbow - Press the B button to jump. While in mid-air press Down on the control pad and the Y button simultaneously.

Knee Bash - Grab an enemy and press the Y button.

Off the wall kick - Press the B button and jump toward a wall. Once you hit the wall, press the B button again to do a jump kick. This will only work when there is a wall to jump against.

Spinning Handstand Kick(Super Move) - Press the Y and B buttons simultaneously. This is a way to get out of tight spots but your health meter will go down every time you use this technique.

PROFILE OF CARLOS MIYAMOTO

Age: Unknown

Height: 6'2"

Weight: 200 lbs.

Carlos grew up in South America studying different types of martial arts. He moved to Metro City to finish his studies and is currently staying with Mayor Haggar. Although Carlos has mastered many styles of fighting, he prefers to use his sword to slice and dice his enemies.

Carlos is the most balanced fighter of the game. He may not be as quick as Maki or strong as Haggar but his sword packs a wallop.

Carlos' Fighting Techniques

Back Roll Toss- Grab an enemy and push the control pad Left or Right, then press the Y button.

Jump Kick- Press the B button to jump, then while in mid-air, press the Y button.

Flying Kick- Press the B button to jump. While in mid-air press Left or Right on the control pad and the Y button.

Flying Fist Punch- Press the B button to jump. While in mid-air press Down on the control pad and the Y button simultaneously.

Knee Bash- Grab an enemy and press the Y button.

Sword Attack (Super Move)- Press the Y and B buttons simultaneously. This is a way to get out of tight spots but your health meter will go down every time you use this technique.

POWER-UP ITEMS

The streets of the world are plagued with criminals. Fortunately, it is also filled with helpful items that can restore your strength or earn points for extra lives. They're concealed in wooden barrels, steel drums, and other objects.

Also hidden throughout the streets are knives, nightsticks, and 2x4's. Quickly pick these up to use in battle!

Food Items

Barbecue .....vitality recovers 100%

Tempura .....vitality recovers 50%

Dim sum .....vitality recovers 50%

Lobster .....vitality recovers 50%

Loaf of Bread .....vitality recovers 25%

Donut .....vitality recovers 25%

Spinach .....vitality recovers 25%

Softdrink .....vitality recovers 11%

Milk .....vitality recovers 11%

Coffee .....vitality recovers 11%

Chocolate Bar .....vitality recovers 11%

Bonus Point Items

Diamond .....10,000 pts.

Gold Bars .....10,000 pts.

Money Bag .....5,000 pts.

Trophy .....5,000 pts.

Radio .....3,000 pts.

Incense .....3,000 pts.

Watch .....1,000 pts.

Wrench .....1,000 pts.

Shoes .....1,000 pts.

Won Won
Height: 7'4"
Weight: 450 lbs.

Won Won was an excellent chinese chef. But after being influenced by the Mad Gear Gang, he has gone rotten. Be careful not to get too close or he'll slice you up and serve you as stir fry!

Freddie
Height: 6'4"
Weight: 408 lbs.

While Freddie was in the Navy Seals, he punched out one of his superiors. This lead to his discharge by the Navy. Now as a freelance mercenary, Freddie was hired by the Mad Gear Gang to head their terrorism unit.

Bratken
Height: 6'7"
Weight: 434 lbs.

Bratken is a psychotic over-grown boy who loves to play with toys. To have Bratken join the gang, some gang members bribed him by locking him in a room filled with toys. Now he's bored and wants to get out of the room. Don't let him see you or he may think you're a teddy bear.

Philippe
Height: 5'8"
Weight: 148 lbs.

Philippe may look like your typical fun-loving circus clown, but his demented mind has led him to join the Mad Gear Gang. Now he's financially supporting the gang by smuggling illegal items through the circus. Be careful, he may use a cane to walk but he doesn't limp.

Rolent
Height: 5'9"
Weight: 187 lbs.

Rolent is another gung-ho reject from the special forces. He's been hired to train the gang members the proper tactics of survival. He's equipped with deadly grenades and he's not afraid to use them.

Wait until your strength meter is low before you pick up any food.

Try not to stand toe-to-toe with any of the bosses. Instead try the hit and run tactic.

There's a certain amount of hits you can apply to an enemy before you knock them down. Find deadly combinations of hits for maximum damage.

Remember, your enemies are as tough as you are. It takes quite a number of hits before you knock them out.

Be careful about using any of the players' super moves. Each time you use them they will deplete your energy.

2 Player Game with Same Character

At title screen, push:

↓↓↑↑→←→← LR

Screen will turn blue.

FIGHTING NOTES

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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